

This Listing of Claims will replace all prior versions, and listings, of claims in this application:

Listing of Claims:

1. (currently amended): A method for notifying a computer user of a computer information message, comprising the steps of:

determining if a condition associated with a received action requires generation of an information message;

selecting an information message to be generated corresponding to said condition;

identifying a target object associated with the action performed by the user, to which the information contained within the notification message relates;

displaying a notification object in a first state, which indicates the target object, ~~object~~ and contains said information message corresponding to said condition and maintains its position relative to the target object even if the target object is moved, in a persistent manner until dismissed by a user while enabling the user to continue interaction with an application program corresponding to said target object; and ~~target, and~~

selectively displaying said notification object in a second, collapsed state having a reduced size relative to said first state.

2. (original): The method of claim 1, wherein said notification object comprises a warning.

3. (original): The method of claim 1, wherein said notification object comprises an error message.

4. (original): The method of claim 1, wherein said notification object comprises a notification.

5. (currently amended): The method of claim 1, wherein said notification object includes a cartouche which points to the target object.

6. (original): The method of claim 1, wherein said step of displaying includes providing a video animation sequence.

7. (original): The method of claim 1, wherein said step of displaying includes generating an audio indicator.

8. (cancelled).

9. (cancelled).

10. (previously presented): The method of claim 1, wherein said notification object is displayed in said collapsed state in respect to a mouse event.

11. (previously presented): The method of claim 10, wherein said notification object contains an icon, and is displayed in said collapsed state in response to a mouse click on the icon.

12. (previously presented): The method of claim 1, wherein said notification object is displayed in said collapsed state in response to a keyboard command.

13. (original): The method of claim 1, wherein said notification object is persistent and remains displayed until said condition is removed.

14. (original): The method of claim 1, wherein said notification object is displaced from said target object so that it does not obscure said target object.

15. (cancelled).

16. (currently amended): The method of claim 1, wherein said notification object enables a user to interact with application programs other than the application program corresponding to said target object, while said notification object is being displayed.

17. (currently amended): The method of claim 1, further comprising the steps of:
hiding the notification object when an application associated with said target object is inactive; and

displaying the notification object when an application associated with said target object is active.

18. (currently amended): A system for notifying a computer user of a computer information message, comprising:

means for receiving an action performed on a computer by a user;

means for determining if the received action requires generation of a computer information message;

means for selecting a computer information message to be generated corresponding to said action performed by the user;

means for locating a target object corresponding to the action performed by the user, to which the information contained within the notification messages relates;

means for displaying a persistent, non-modal, notification object in a first state which indicates the target object, contains said information message corresponding to said target object, maintains its position relative to the target object even if the target object is moved, is persistent until dismissed by the user, and enables continued interaction by the user with the target object while the notification object is being displayed, and

means for selectively switching the display of said notification object to a second, collapsed state having a reduced size relative to said first state.

19. (currently amended): A graphical user interface element for providing a user with information regarding a computer application being executed, comprising a persistent, non-

modal notification object containing an indication mechanism which forms part of said notification object and points to a target within said computer application with which the computer notification object is associated, wherein said notification object maintains its position relative to the target even if the target is moved, said user interface element being displayed in a first state that contains information relating to said target and being selectively switchable to a second, collapsed display state that omits at least some of said information.

20. (currently amended): The user interface element of claim 19, wherein said information comprises text information, ~~information~~;

21. (currently amended): The user interface element of claim 19, further comprising an icon disposed within said notification object.

22. (original): The user interface element of claim 21, wherein said icon comprises an on-screen button for receiving user interaction.

23. (original): The user interface element of claim 19, wherein said indication mechanism comprises a cartouche.

24. (original): The user interface element of claim 19, further comprising an audio indicator for indicating the display of the notification object on a computer screen to a user.

25. (original): The user interface element of claim 19, wherein said notification object is displayed with animation.

26. (currently amended): A computer program stored in a computer-readable medium which executes the following steps:

receiving an action performed on a computer by a user;

determining if the received action requires generation of an information message;

selecting an information message to be generated corresponding to said action performed by the user;

locating a target object corresponding to the action performed by the user, to which the information contained within the information message relates; and

displaying a notification object in a first state which indicates the target object and contains said information message corresponding to said target object, wherein said notification object maintains its position relative to the target object even if the target object is moved;

selectively displaying said notification object in a second, collapsed state having a reduced size relative to said first state;

wherein said displayed notification object is persistent until dismissed by the user; and

wherein said notification object is non-modal and enables the user to continue interaction with an application program corresponding to said target while said object is being displayed.

27. (previously presented): The method of claim 1, further comprising the step of:

receiving an action performed on a computer by a user;

wherein said step of determining is performed on the action received in said step of receiving.

28. (previously presented): The user interface element of claim 22, wherein said user interface element is switched to said collapsed state in response to user interaction with said icon.

29. (previously presented): The computer program of claim 26, wherein said notification object includes a control element, and is displayed in said collapsed state in response to user activation of said control element.

30. (new): The method of claim 1, wherein the notification object maintains its position relative to the target object in both its first and second states.

31. (new): The system of claim 18, wherein the notification object maintains its position relative to the target object in both its first and second states.

32. (new): The user interface element of claim 19, wherein the notification object maintains its position relative to the target in both its first and second states.

33. (new): The computer program of claim 26, wherein the notification object maintains its position relative to the target object in both its first and second states.